1. Game Event Tracker

* What will your application do?

This is for a board game my friend made. The application, when a gui button is clicked, will choose a random event from a json file of events. Based on the event, the name, description, and amount of time will be displayed in minutes and start counting down in the middle of the gui. Once the timer reaches half of the set time the font color will change to orange and then to red once the timer reaches less than a fourth of the time. Some events will not have a timer.

* What's will the GUI look like? (use a program to draw the design, or draw it by hand and take a picture)

A screenshot of a screen

Description automatically generated

* What will the command line interface (CLI) look? (will it be interactive;  
  if so, what will the menus look like? will it use flags and parameters  
  passed in from the command line? etc.)

I will not be using a CLI

* What data will be stored and how (e.g., using a database or  
  JSON/XML)?

Using JSON, events will have their names and corresponding times stored

* Thinking about the OO design of your application, list three potential  
  classes you may implement and describe what they do.

1. GameEventUI

Generate the UI for the timed event, including a button to generate a timed event and a labeled timer that starts counting down once the button is pressed.

1. GameEventLoader

Looks into JSON file of events and randomly selects one, reading it

1. GameEvent

Details a parent event object, which will have a child called TimedEvent